



Rogue 1

## CLASS &amp; LEVEL

Human

## RACE/ANCESTRY/HERITAGE

STR  
**+0**  
11**+2** PROFICIENCY  
BONUSDEX  
**+3**  
16

## SAVING THROWS

- +0 Strength Saves
- +5 Dexterity Saves \*
- +2 Constitution Saves
- +4 Intelligence Saves \*
- 1 Wisdom Saves
- +1 Charisma Saves
- \* Prof. bonus added

CON  
**+2**  
15INT  
**+2**  
14WIS  
**-1**  
9CHA  
**+1**  
13

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Charlatan

## BACKGROUND

## SPEED

ARMOR  
CLASS  
(AC)

## INITIATIVE

**14**    **+3**    **30 ft.**

Armor Worn: leather armor

**HIT POINTS**    **HIT DICE**  
**10**              **1d8**

DEATH SAVES: Success O O O Fail O O O

## WEAPON &amp; UNARMED ATTACKS

**Basic Attack.** One target per Attack action.**Rapier.** *Melee Weapon Attack:* +5 to hit,  
reach 5 ft. *Hit:* 1d8+3 piercing damage.**Shortbow.** *Ranged Weapon Attack:* +5 to hit.  
*Hit:* 1d6+3 piercing damage. (Normal range  
to 80 ft.; disadvantage long range 81 to 320  
ft. Must be used two-handed.)**Dagger.** *Melee or Ranged Weapon Attack:* +5 to  
hit, reach 5 ft. 1d4+3 piercing damage. (If  
thrown, normal range to 20 ft.; disadvantage  
long range 21 to 60 ft.)

## MAGIC, FEATS &amp; SPECIAL ATTACKS

**Sneak Attack:** Once per turn, deal extra damage  
to one creature hit if attack with advantage  
using finesse or ranged weapon. Don't need  
advantage if an enemy of the target is within  
5 feet of it, enemy isn't incapacitated, and you  
don't have disadvantage on attack.

## CLASS

## Rogue Class Features [PHB p. 94]

- Expertise (prof. noted with \*\*)
- Sneak Attack (+1d6)
- Thieves' Cant (slang speak in code)

## EQUIPMENT &amp; TREASURE

**Carried Gear [PHB, p. 143]:** leather armor  
(AC 11), rapier, two (2) daggers, shortbow  
and 20 arrows, disguise kit (cosmetics, hair  
dye, props, etc.), thieves' tools (lockpicks,  
small file and pliers, tiny mirror), belt pouch,  
set of fine clothes, tools of the con (various  
small convincing fakes). (This load is about  
36 lbs.; add 1 lb. per 50 coins carried.)**Coins & Gems:** 12 gold pieces (gp); 32 silver  
pieces (sp); 39 copper pieces (cp); 2 gems  
(worth 10 gp each)

## RACE

## Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 23 years old
- Medium Size (6' 1", 212 lbs.)